of example, the light scattering coating **234** may be a paint, film or spray coating. In addition, the light scattering texture **236** may be a molded surface of the wall or a sandblasted surface of the wall. As shown, when light **218** is made incident on the inner surface **220**, it intersects the light scattering coating **234** or texture applied on the inner surface **220** of the wall **216**. After intersecting the light scattering coating **234** or the light scattering texture **236**, the light **218** is scattered outwards in a plurality of directions, i.e., the light is reflected off the surface and/or refracted through the light scattering particle thereby creating the characteristic glow **228**.

[**0091**] Although not shown, in another embodiment, the thickness of the wall may be altered so as to produce a light scattering effect. It is generally believed that the greater the thickness, the greater the light scattering effect.

[**0092**] **FIG. 15** is a perspective diagram of a computer system **240**, in accordance with another embodiment of the present invention. By way of example, the computer system **240** may generally correspond to the computer **150** of **FIG. 9**. The desktop computer system **240** generally includes an illuminable housing **242** that is illuminated with light from a light source **244** disposed therein. The illuminable housing **242** generally includes a translucent or semi-translucent wall **246** configured to allow the passage of light. For ease of discussion, a portion of the wall **246** has been removed to show the light source **244** disposed therein. The light source **244** is generally configured to generate light **248** so as to illuminate an edge of the wall **246** of the illuminable housing **242**. That is, the light **248** emitted by the light source **244** is made incident on an inner edge **250** of the wall **246**. The light is then directed through the wall **246** (length wise) to an outer edge **252** of the wall **246** where it produces a light effect **254** that alters the visual appearance of the wall **246** and thus the visual appearance of the computer system **240**. In essence, the wall **246** acts like a light pipe that is configured for transferring or transporting light. Light pipes are generally well known in the art.

[**0093**] To facilitate discussion, **FIG. 16** is a top view, in cross section, of the computer system **240** shown in **FIG. 14**, in accordance with one embodiment of the invention. As shown, the light source **244** consists of a plurality of light emitting diodes **256** (LED's) that are disposed at various positions inside the illuminable housing **242**. The LED's **256** may be a single LED or an LED array. The LED's **256** may be positioned in various directions so long as the light **248** is made incident on the inner edge **250** of the wall **246**. For example, the axis of the LED's **256** may be pointing directly at the inner edge **250** or they may be pointing at an angle relative to the inner edge **250**. Furthermore, the wall **246** is configured to transmit the light **248** therethrough from the inner edge **250** to the outer edge **252** to produce the light effect **254** that emanates from the outer edge **252** of the wall **246**. By way of example, the wall **246** may be formed from a translucent or semi-translucent plastic such as polycarbonate, acrylic and the like. In some cases, the wall **246** may include light directing portions **258**, **259** that cause the light to reflect back and forth until it exits the outer edge **252**.

[**0094**] **FIG. 17** is a perspective diagram of a computer system **260**, in accordance with another embodiment of the present invention. By way of example, the computer system **260** may generally correspond to the computers **150**, **210** and **240** of **FIGS. 9, 12** and **15**, respectively. The desktop computer system **260** generally includes an illuminable housing **262** that is illuminated with light from a light source **264** disposed therein. The illuminable housing **262** generally includes a translucent or semi-translucent wall **266** configured to allow the passage of light. For ease of discussion, a portion of the wall **266** has been removed to show the light source **264** disposed therein. The light source **264** is generally configured to generate light **268** so as to illuminate both a surface and an edge of the wall **266** of the illuminable housing **262**. That is, the light **268** emitted by the light source **264** is made incident on an inner surface **270** and/or an inner edge **272** of the wall **266**. The light is then directed through the wall **266** to an outer surface **274** and an outer edge **276** of the wall **266** where it produces a light effect **278**A and **278**B that alters the visual appearance of the wall **266** and thus the visual appearance of the computer system **260**.

[**0095**] In one embodiment, the light **268** emitted by the light source **264** is made incident on both the inner edge **272** and inner surface **270** of the wall **266** via a plurality of LED's or LED arrays. Referring to **FIG. 18**A, for example, the light source **264** includes at least a first LED **279** and a second LED **280**. The first LED **279** is configured to generate a first light **282** so as to illuminate a surface of the wall **266** of the illuminable housing **262** and the second LED **280** is configured to generate a second light **284** so as to illuminate an edge of the wall **266** of the illuminable housing **262**. With regards to the first LED **278**, the first light **282** is first made incident on the inner surface **270** of the wall **266** and then it is directed through the wall **266** (width wise) to the outer surface **274** of the wall **266** where it produces the light effect **278**A. With regards to the second LED **280**, the second light **284** is first made incident on the inner edge **272** of the wall **266** and then it is directed through the wall **266** (length wise) to an outer edge **276** of the wall **266** where it produces the light effect **278**B. As should be appreciated, the light effect **278**A alters the visual appearance of the surface of the wall **266**, while light effect **278**B alters the visual appearance of the edge of the wall **266**.

[**0096**] In another embodiment, the light **268** emitted by the light source **264** is made incident on both the inner edge **272** and the inner surface **270** of the wall **266** via an offset LED. Referring to **FIG. 18**B, for example, the light source **264** includes an LED **290** that is offset relative to the wall **266** and that generates light **292** so as to illuminate a surface and an edge of the wall **266** of the illuminable housing **262**. That is, the light **292** emitted by the LED **290** is made incident on both the inner surface **270** and the inner edge **272** of the wall **266**. As such, a first portion of the light **290** is directed through the wall **266** (width wise) to the outer surface **274** of the wall **266** where it produces the light effect **278**A that alters the visual appearance of the surface of the wall **266**. In addition, a second portion of the light **290** is directed through the wall **266** (length wise) to the outer edge **276** of the wall **266** where it produces a light effect **278**B that alters the visual appearance of the edge of the wall **266**.

[**0097**] In another embodiment, the wall **266** includes light scattering particles and the light **268** emitted by the light source **264** is made incident on the inner edge **276** via an LED. Referring to **FIG. 18**C, for example, the wall **266** includes a plurality of light scattering particles **294** disposed between the inner and outer surfaces **270**, **274** and the inner